

described herein. Each of the following applications are incorporated herein by reference:

- provisional Application No. 60/161,915, filed October 28, 1999 and its corresponding utility Application No. 09/465,754, filed December 17, 1999, both entitled "Vertex Cache For 3D Computer Graphics";
- provisional Application No. 60/226,912, filed August 23, 2000 and its corresponding utility Application No. 09/726,215, filed November 28, 2000, both entitled "Method and Apparatus for Buffering Graphics Data in a Graphics System ";
- provisional Application No. 60/226,889, filed August 23, 2000 and its corresponding utility Application No. 09/722,419, filed November 28, 2000, both entitled "Graphics Pipeline Token Synchronization";
- provisional Application No. 60/226,891, filed August 23, 2000 and its corresponding utility Application No. 09/722,382, filed November 28, 2000, both entitled "Method And Apparatus For Direct and Indirect Texture Processing In A Graphics System";
- provisional Application No. 60/226,888, filed August 23, 2000 and its corresponding utility Application No. 09/722,367, filed November 28, 2000, both entitled "Recirculating Shade Tree Blender For A Graphics System";
- provisional Application No. 60/226,893, filed August 23, 2000 and its corresponding utility Application No. 09/722,381 filed November 28, 2000, both entitled "Method And Apparatus For Environment-Mapped Bump-Mapping In A Graphics System";

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- provisional Application No. 60/227,007, filed August 23, 2000 and its corresponding utility Application No. 09/726,216, filed November 28, 2000, both entitled "Achromatic Lighting in a Graphics System and Method";
- provisional Application No. 60/226,900, filed August 23, 2000 and its corresponding utility Application No. 09/726,226, filed November 28, 2000, both entitled "Method And Apparatus For Anti-Aliasing In A Graphics System";
- provisional Application No. 60/226,910, filed August 23, 2000 and its corresponding utility Application No. 09/722,380, filed November 28, 2000, both entitled "Graphics System With Embedded Frame Buffer Having Reconfigurable Pixel Formats";
- utility Application No. 09/585,329, filed June 2, 2000, entitled "Variable Bit Field Color Encoding";
- provisional Application No. 60/226,890, filed August 23, 2000 and its corresponding utility Application No. 09/726,227, filed November 28, 2000, both entitled "Method And Apparatus For Dynamically Reconfiguring The Order Of Hidden Surface Processing Based On Rendering Mode";
- provisional Application No. 60/226,915, filed August 23, 2000 and its corresponding utility Application No. 09/726,212 filed November 28, 2000, both entitled "Method And Apparatus For Providing Non-Photorealistic Cartoon Outlining Within A Graphics System";

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- provisional Application No. 60/227,032, filed August 23, 2000 and its corresponding utility Application No. 09/726,225, filed November 28, 2000, both entitled "Method And Apparatus For Providing Improved Fog Effects In A Graphics System";
  - provisional Application No. 60/226,885, filed August 23, 2000 and its corresponding utility Application No. 09/722,664, filed November 28, 2000, both entitled "Controller Interface For A Graphics System";
  - provisional Application No. 60/227,033, filed August 23, 2000 and its corresponding utility Application No. 09/726,221, filed November 28, 2000, both entitled "Method And Apparatus For Texture Tiling In A Graphics System";
  - provisional Application No. 60/226,899, filed August 23, 2000 and its corresponding utility Application No. 09/722,667, filed November 28, 2000, both entitled "Method And Apparatus For Pre-Caching Data In Audio Memory";
  - provisional Application No. 60/226,913, filed August 23, 2000 and its corresponding utility Application No. 09/722,378, filed November 28, 2000, both entitled "Z-Texturing";
  - provisional Application No. 60/227,031, filed August 23, 2000 entitled "Application Program Interface for a Graphics System",
  - provisional Application No. 60/227,030, filed August 23, 2000 and its corresponding utility Application No. 09/722,663, filed November 28, 2000, both entitled "Graphics System With Copy Out Conversions Between Embedded Frame Buffer And Main Memory";

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- provisional Application No. 60/226,886, filed August 23, 2000 and its corresponding utility Application No. 09/722,665, filed November 28, 2000, both entitled "Method and Apparatus for Accessing Shared Resources";
  - provisional Application No. 60/226,894, filed August 23, 2000 and its corresponding utility Application No. 09/726,220, filed November 28, 2000, both entitled "Graphics Processing System With Enhanced Memory Controller";
  - provisional Application No. 60/226,914, filed August 23, 2000 and its corresponding utility Application No. 09/722,390, filed November 28, 2000, both entitled " Low Cost Graphics System With Stitching Hardware Support For Skeletal Animation", and
  - provisional Application No. 60/227,006, filed August 23, 2000 and its corresponding utility Application No. 09/722,421, filed November 28, 2000, both entitled " Shadow Mapping In A Low Cost Graphics System".
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The paragraph beginning at page 19, line 23:

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Texture unit 500 performs texture processing using both regular (non-indirect) and indirect texture lookup operations. A more detailed description of the example graphics pipeline circuitry and procedures for performing regular and indirect texture look-up operations is disclosed in commonly assigned co-pending patent application, Ser. No. 09/722,382, entitled "Method And Apparatus For Direct And Indirect Texture Processing In A Graphics System" and its corresponding provisional application, serial no. 60/226,891, filed August 23, 2000, both of which are incorporated herein by reference.

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The paragraph beginning at page 20, line 6: